

Fig. 1

200

BEGIN

ACQUIRE A GRAPHICAL USER INTERFACE OBJECT INCLUDING TEXTURE

202

GENERATE ONE OR MORE SHIFTED INSTANCES OF THE ASSOCIATED TEXTURE

204

BLEND THE ONE OR MORE SHIFTED INSTANCES OF THE ASSOCIATED TEXTURE TO PRODUCE A BLENDED TEXTURE

206

SHIFT THE BLENDED TEXTURE TO OBTAIN A BLENDED AND SHIFTED TEXTURE

208

APPLY THE BLENDED AND SHIFTED TEXTURE ONTO THE GRAPHICAL USER INTERFACE OBJECT

210

BLEND THE USER INTERFACE OBJECT WITH A BACKGROUND

212

END

Fig. 2

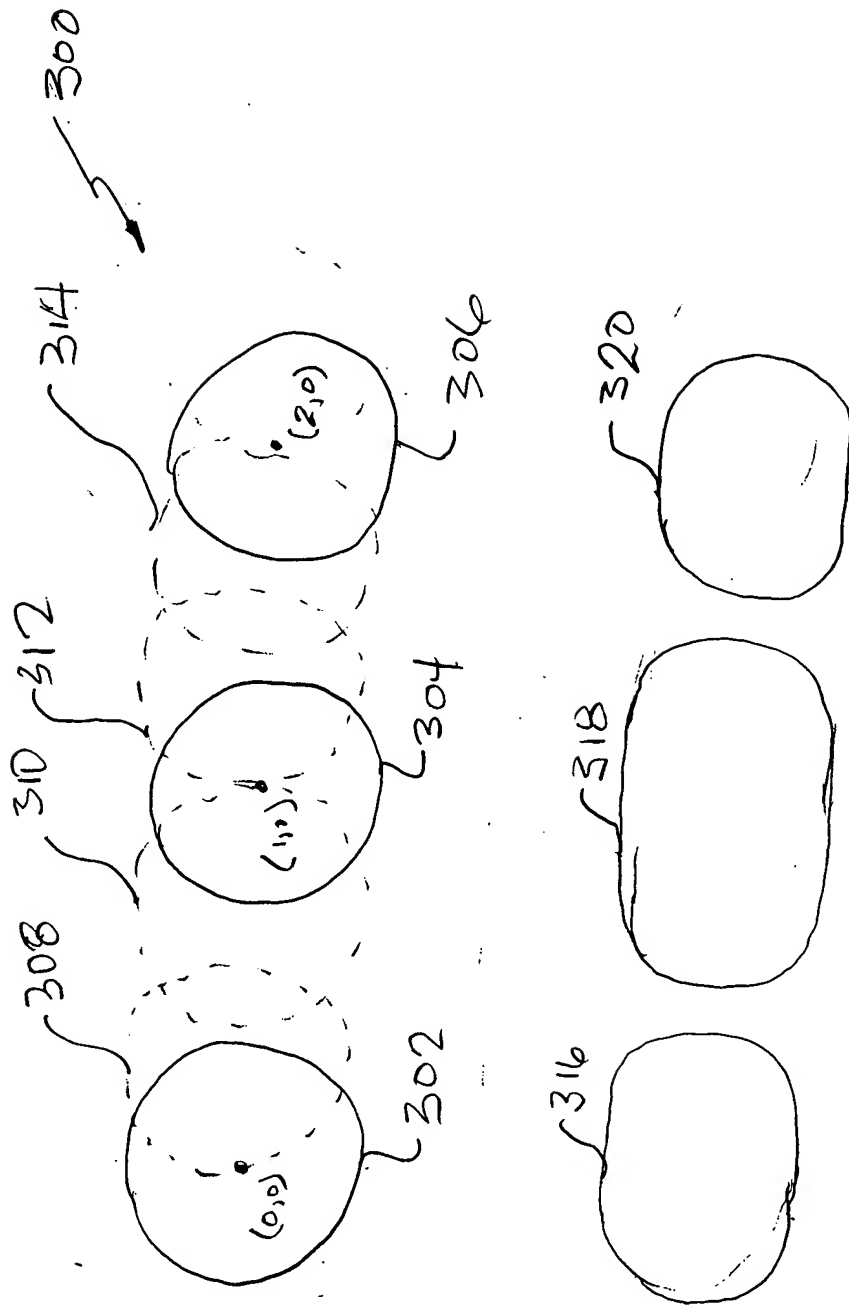


Fig. 3B

400

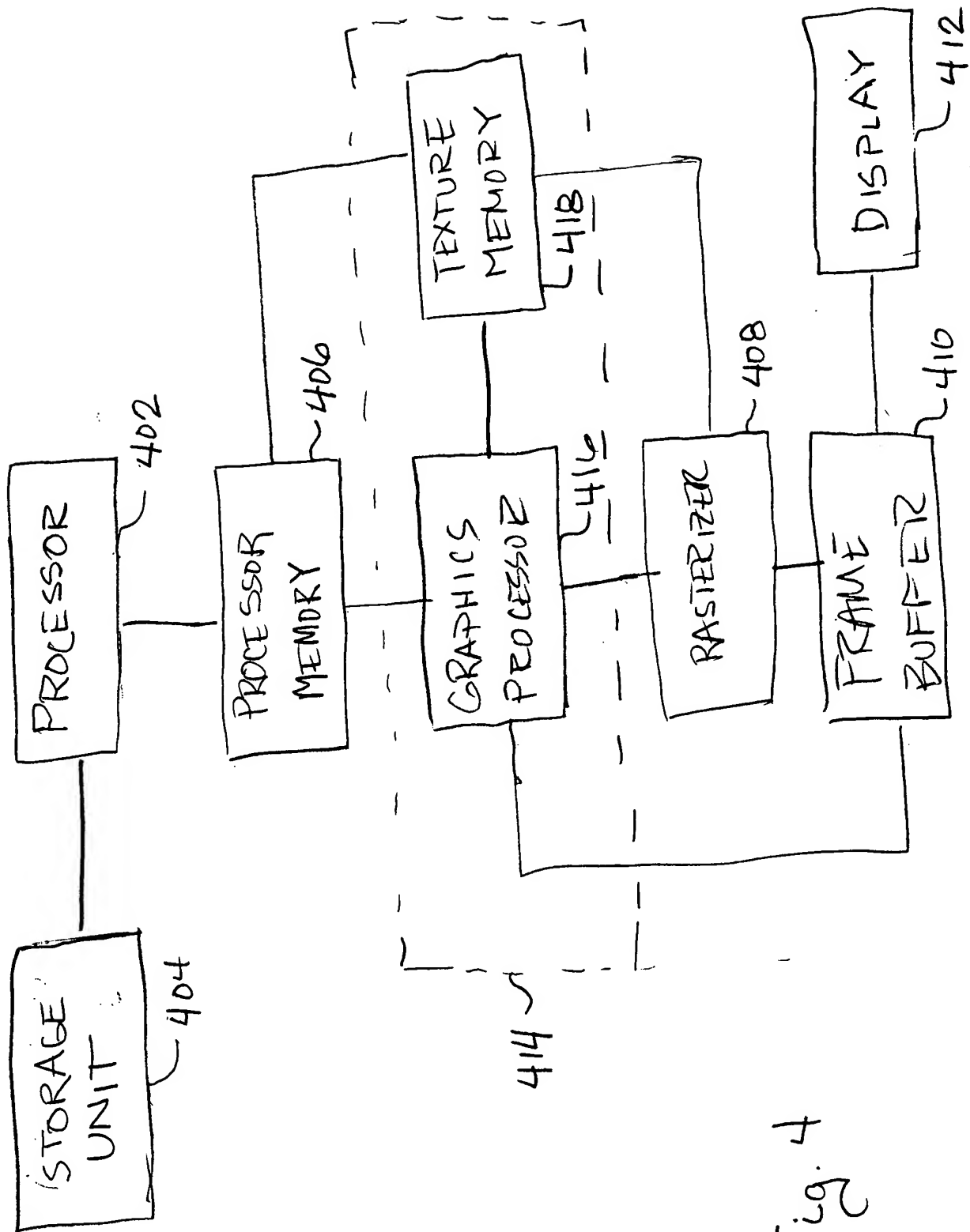


Fig. 4

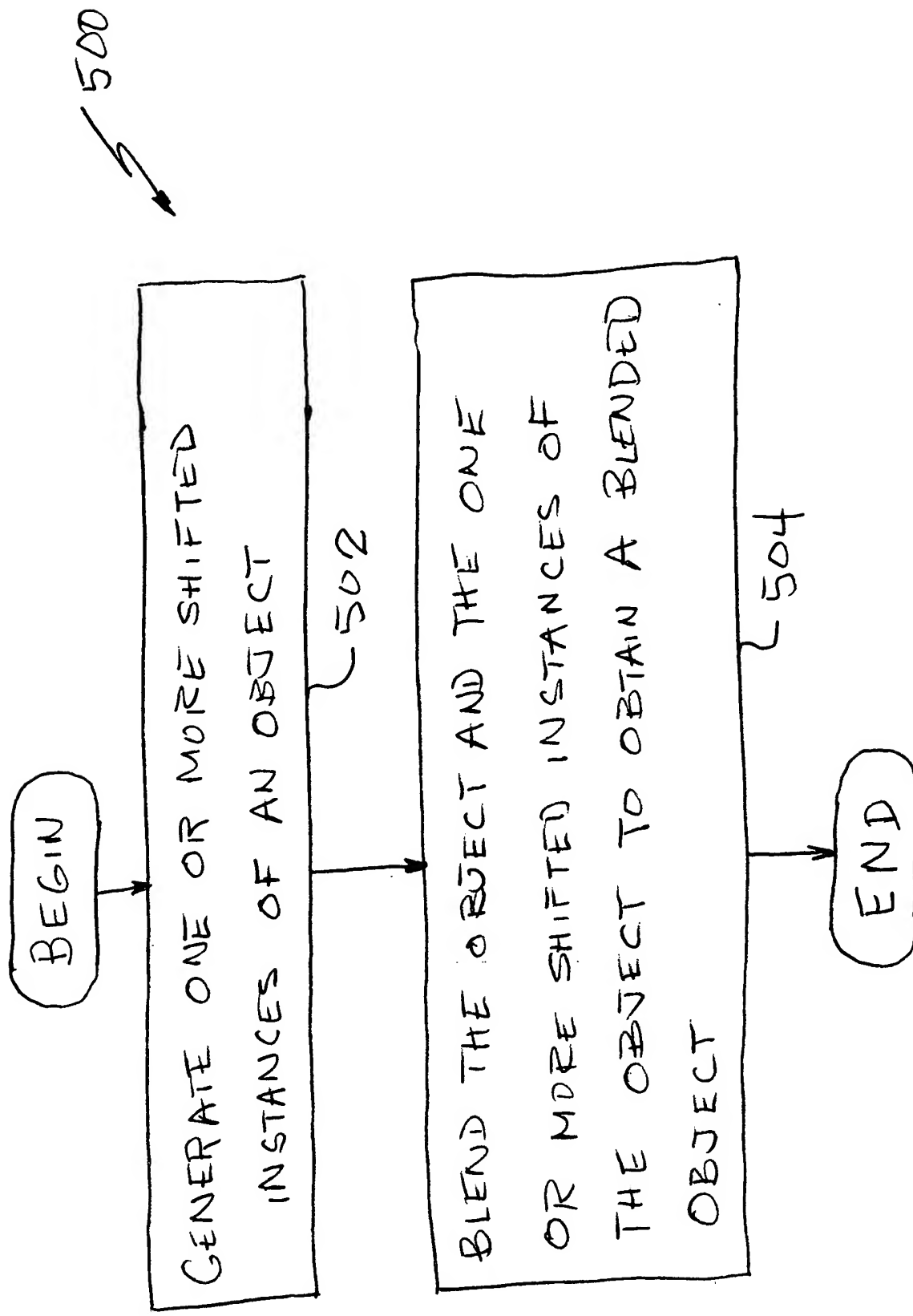


Fig. 5